

FIG. 1

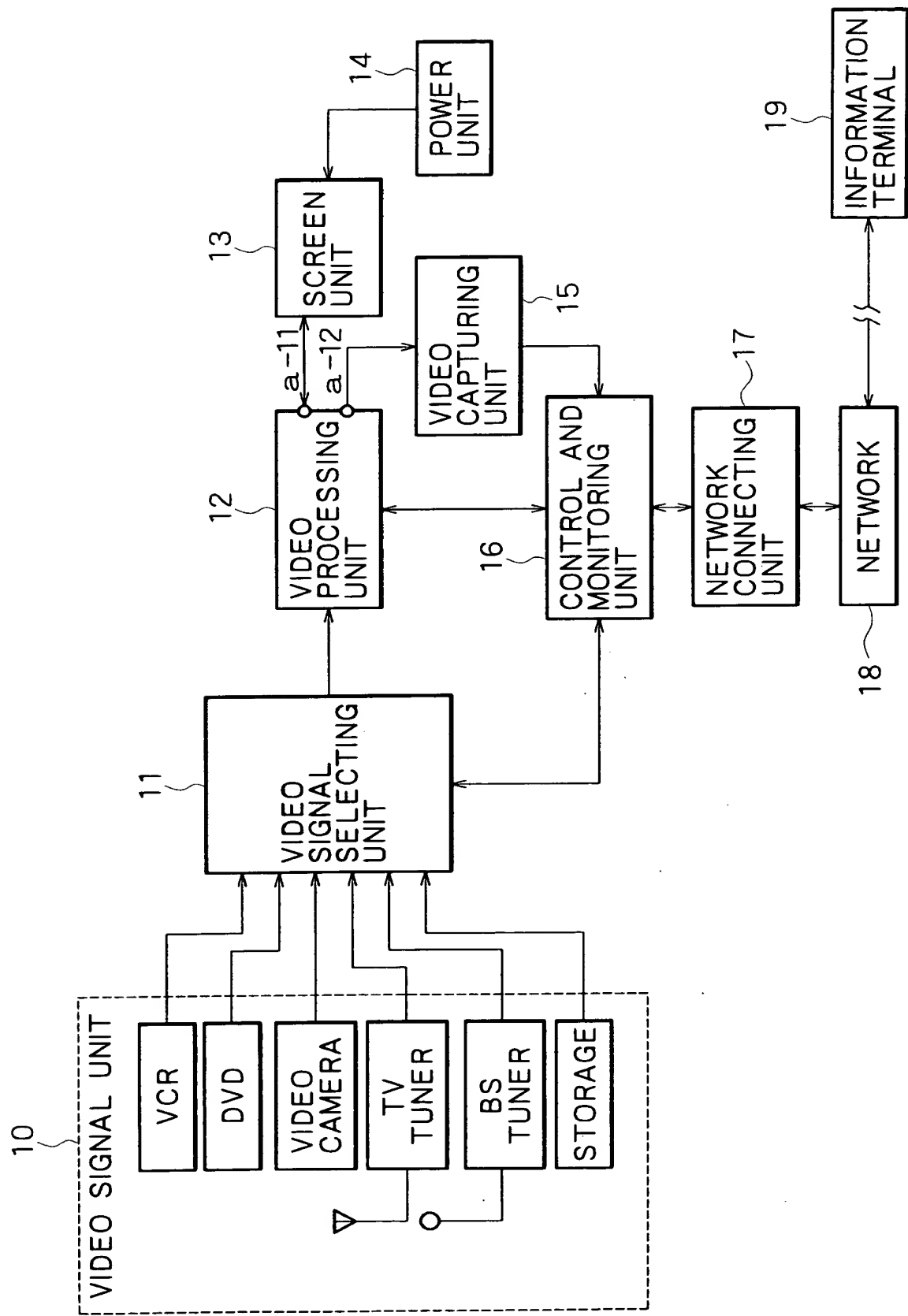


FIG. 2

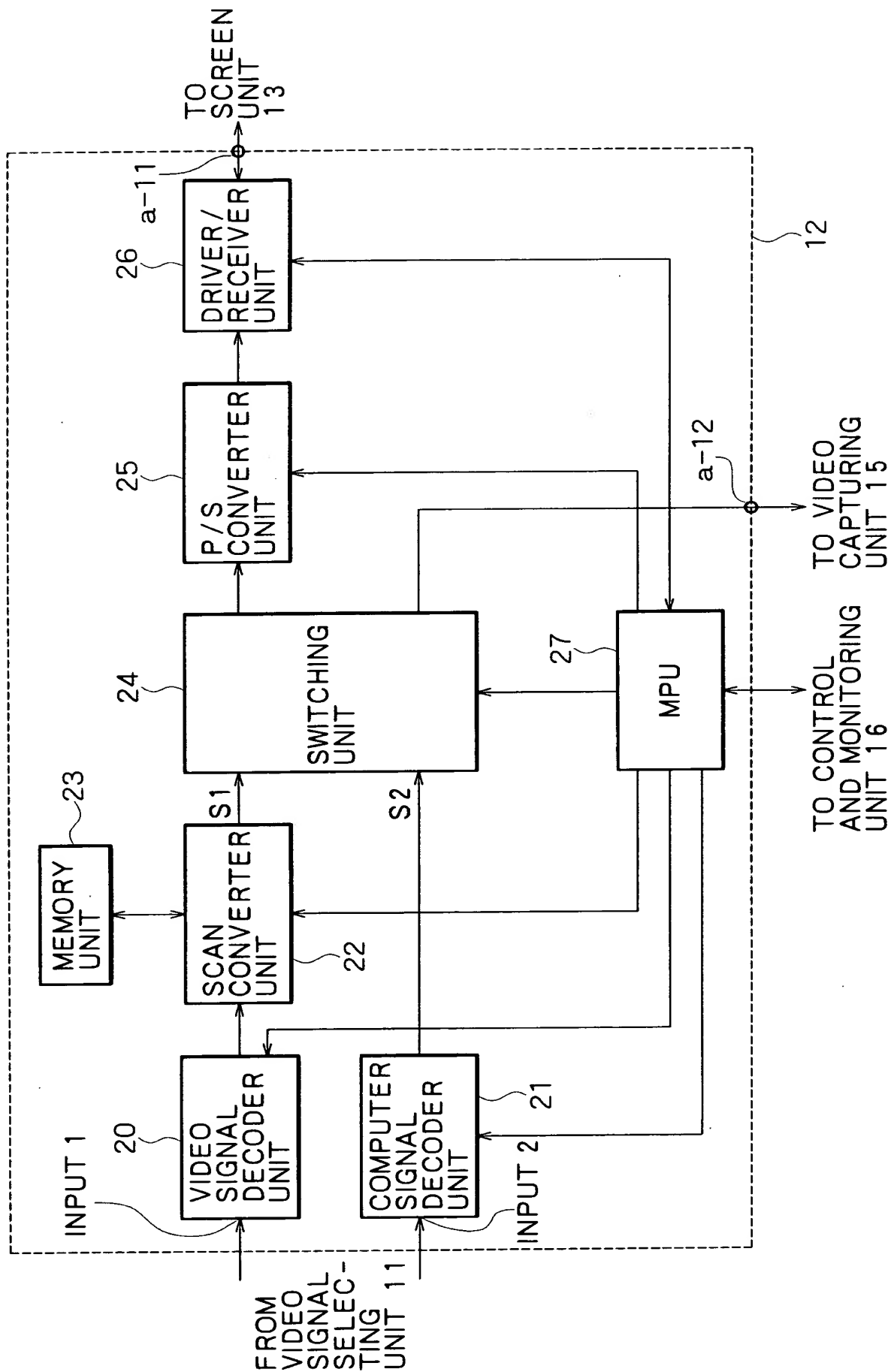


FIG. 3A

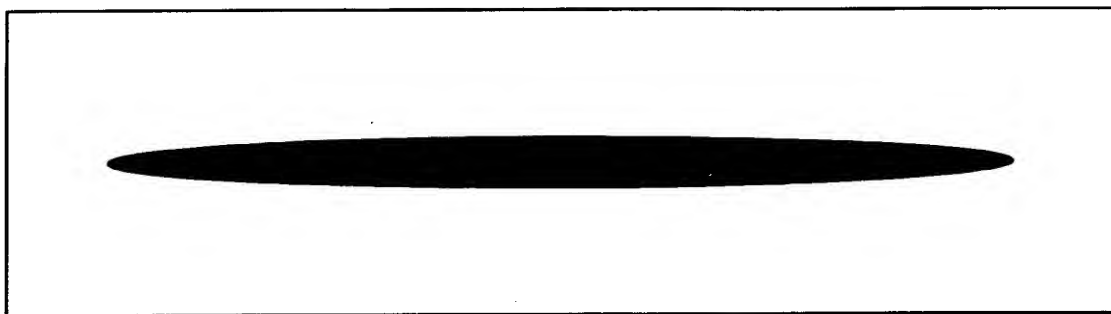


FIG. 3B

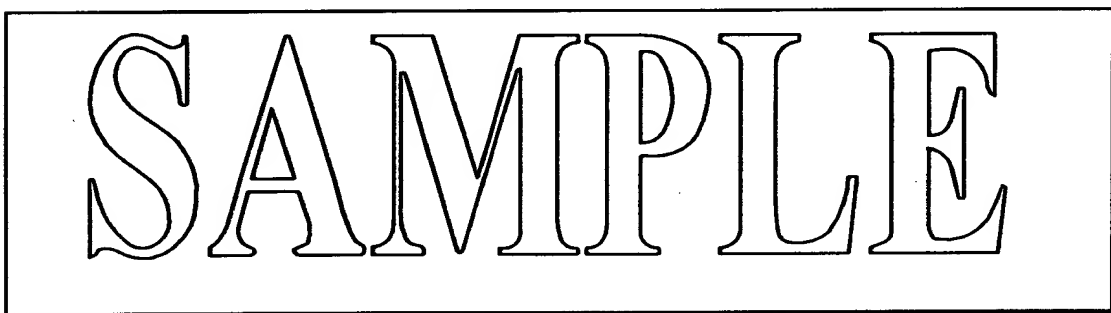


FIG. 3C

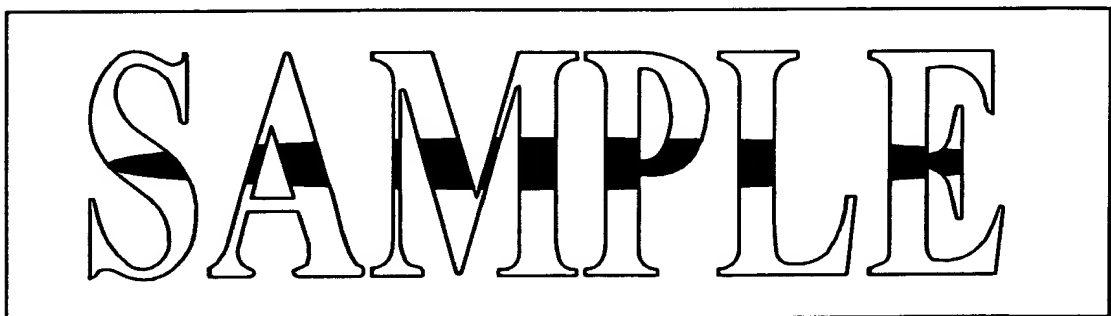


FIG. 4

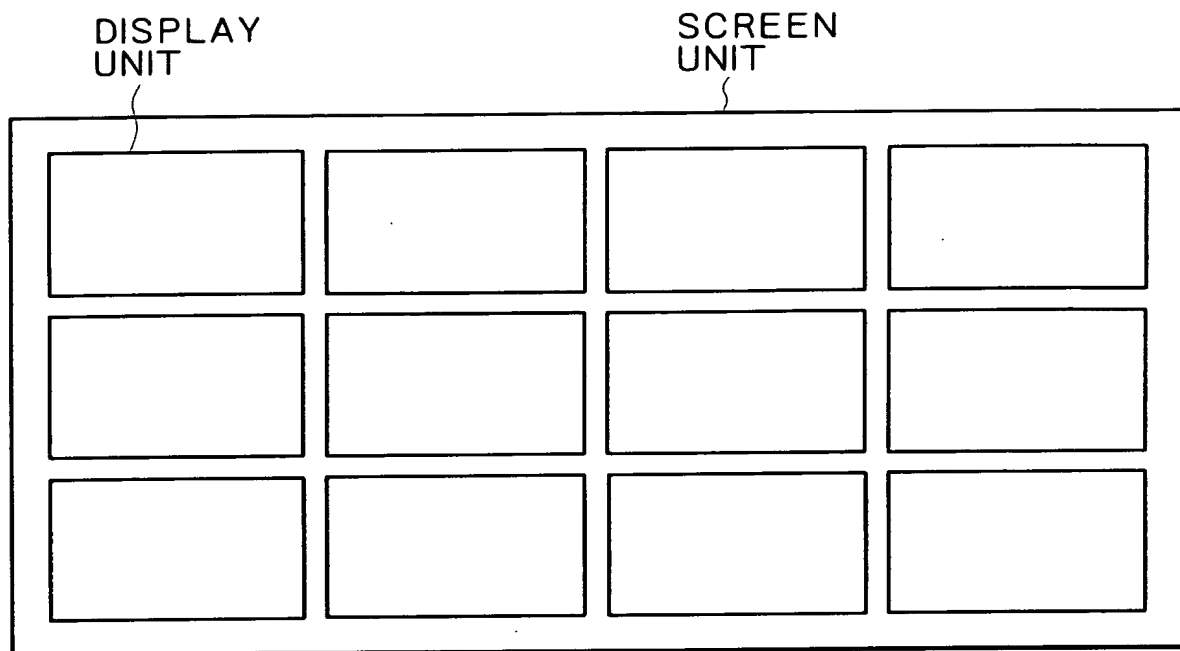


FIG. 5

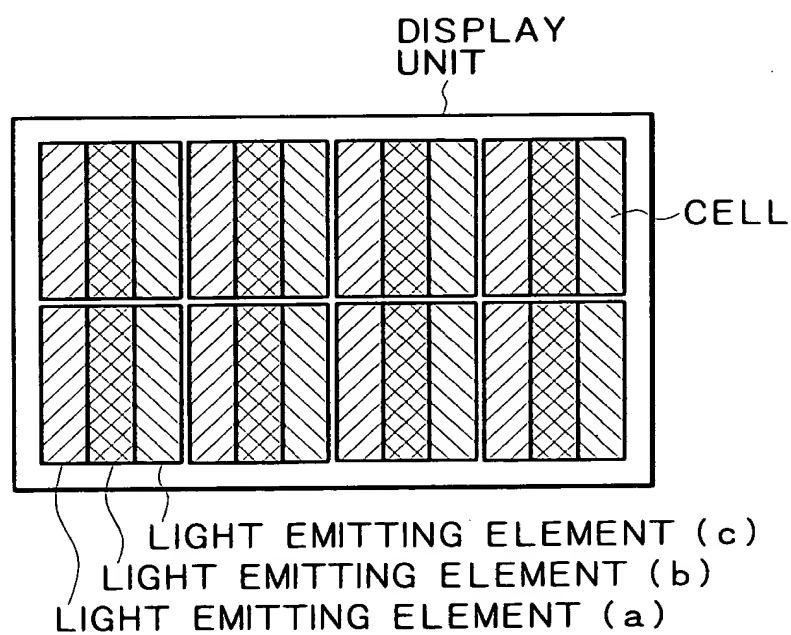


FIG. 6

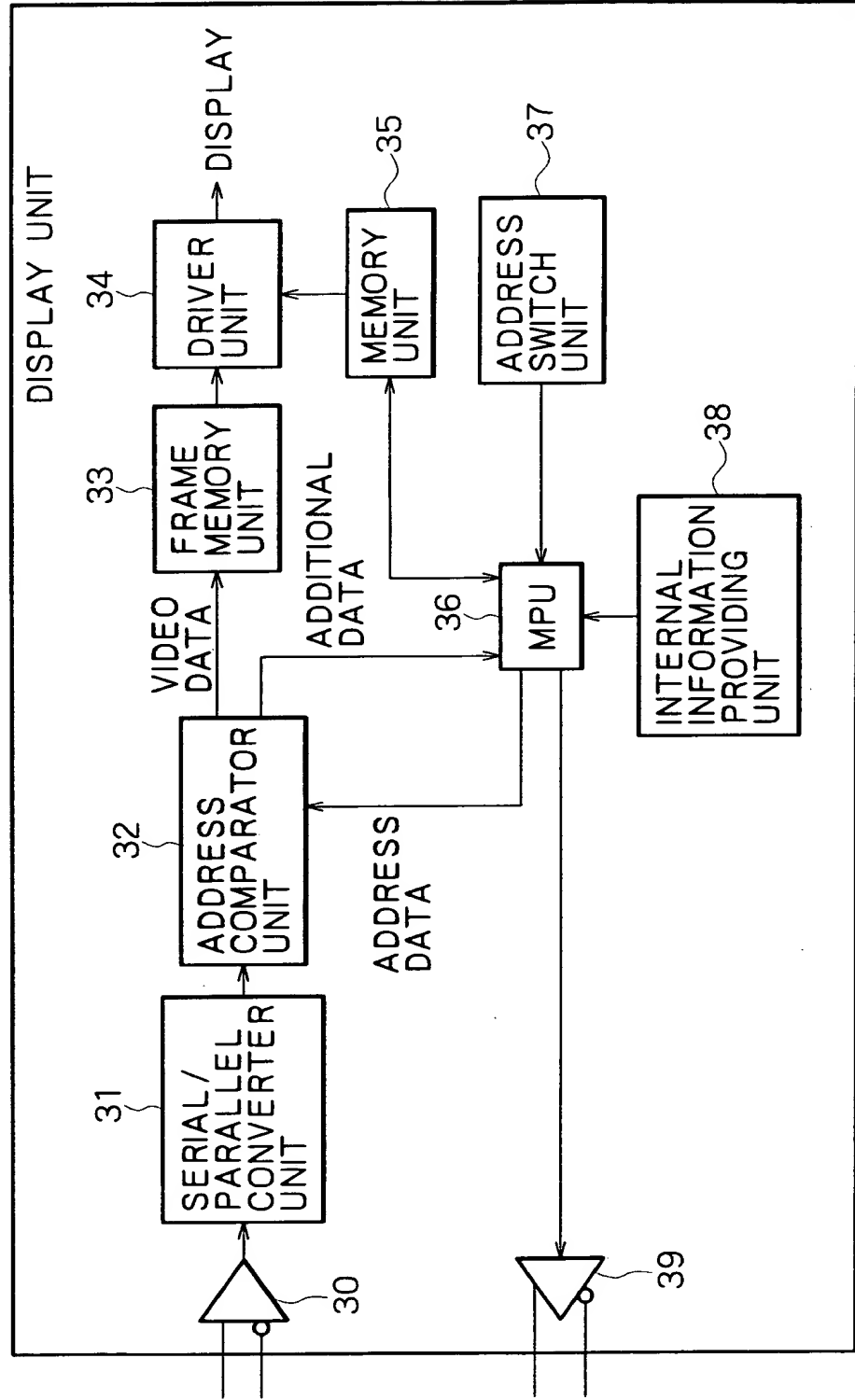


FIG. 7



FIG. 8

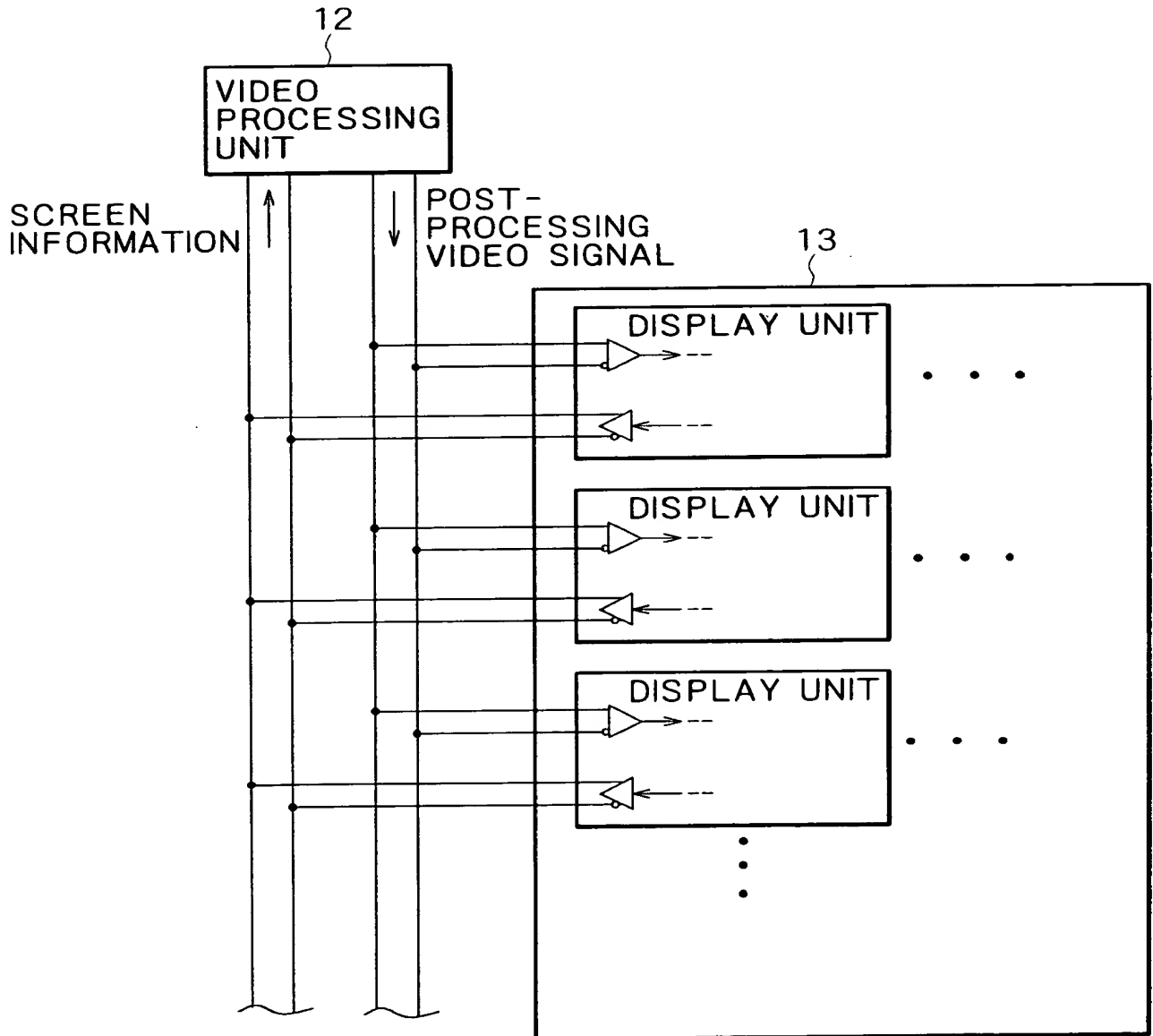


FIG. 9

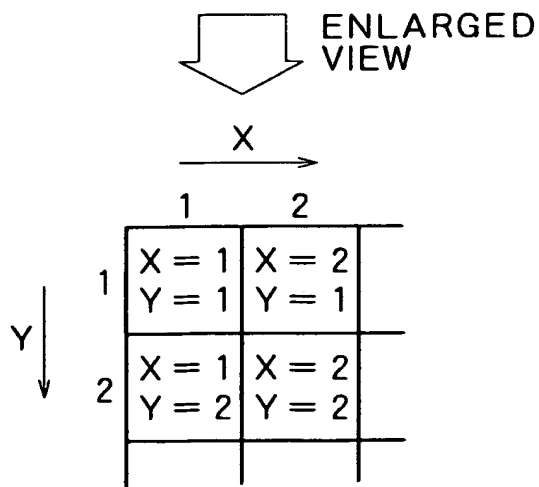
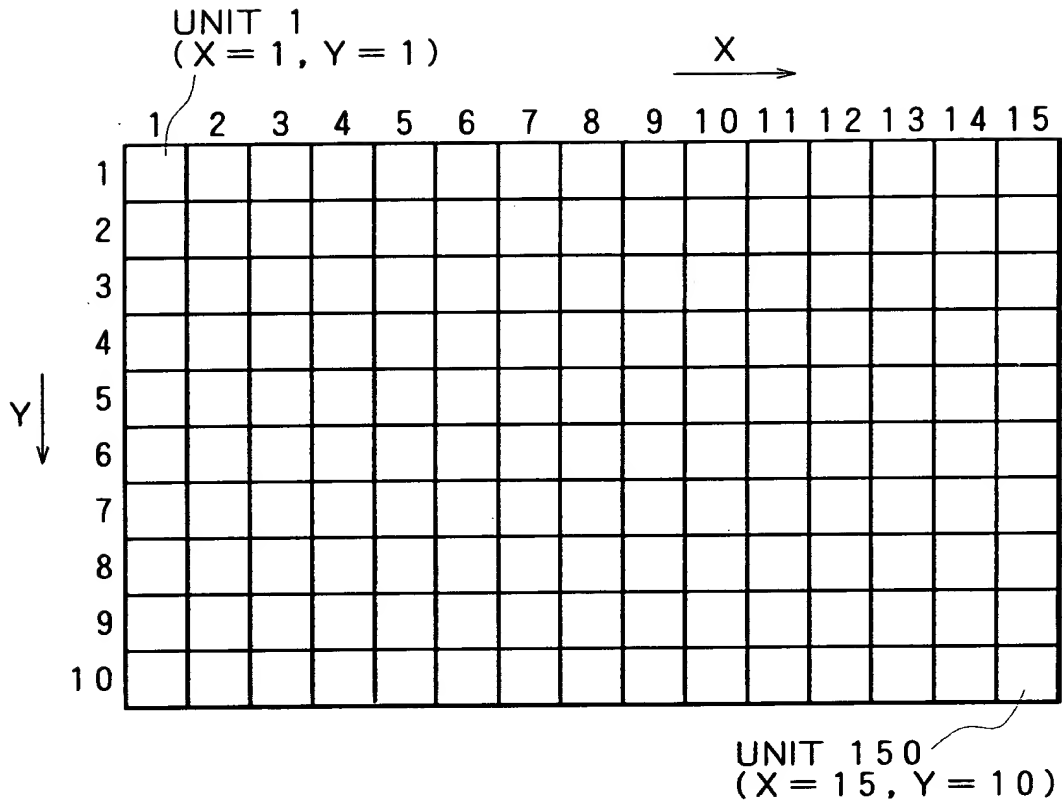


FIG. 10

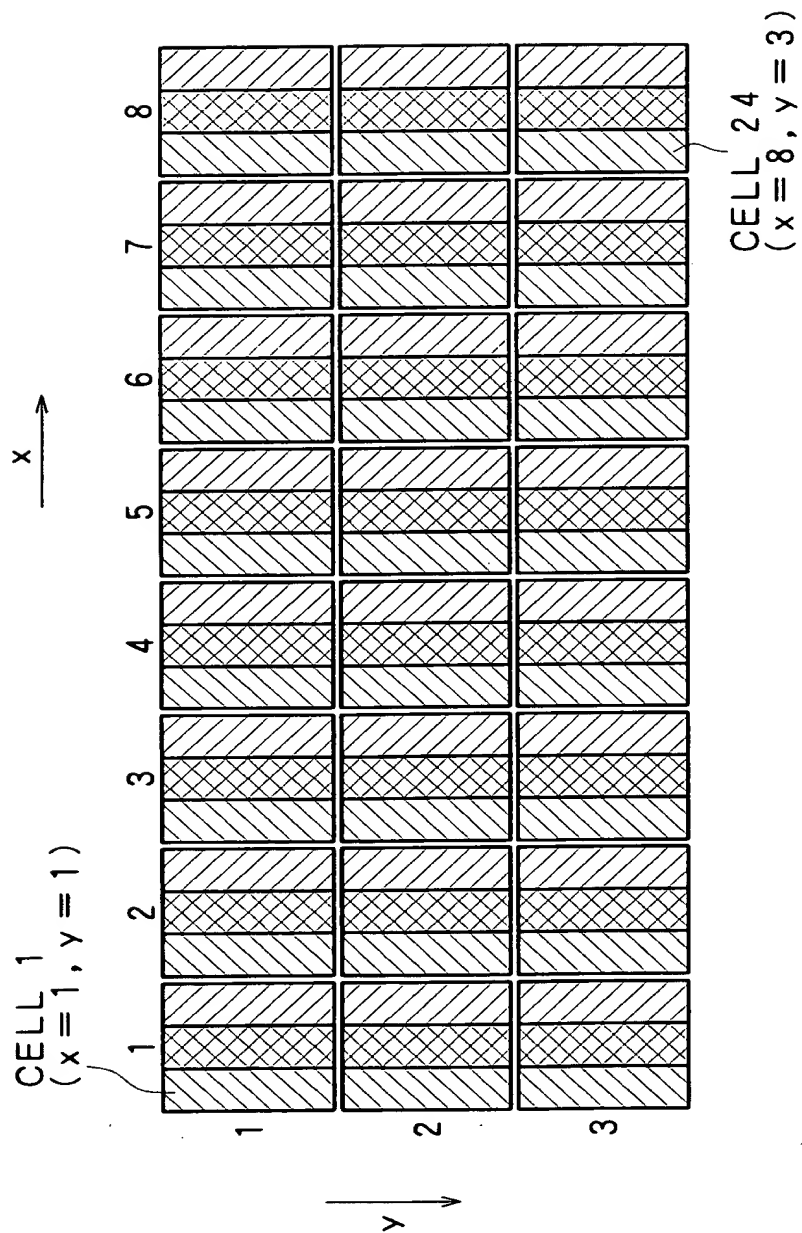


FIG. 11

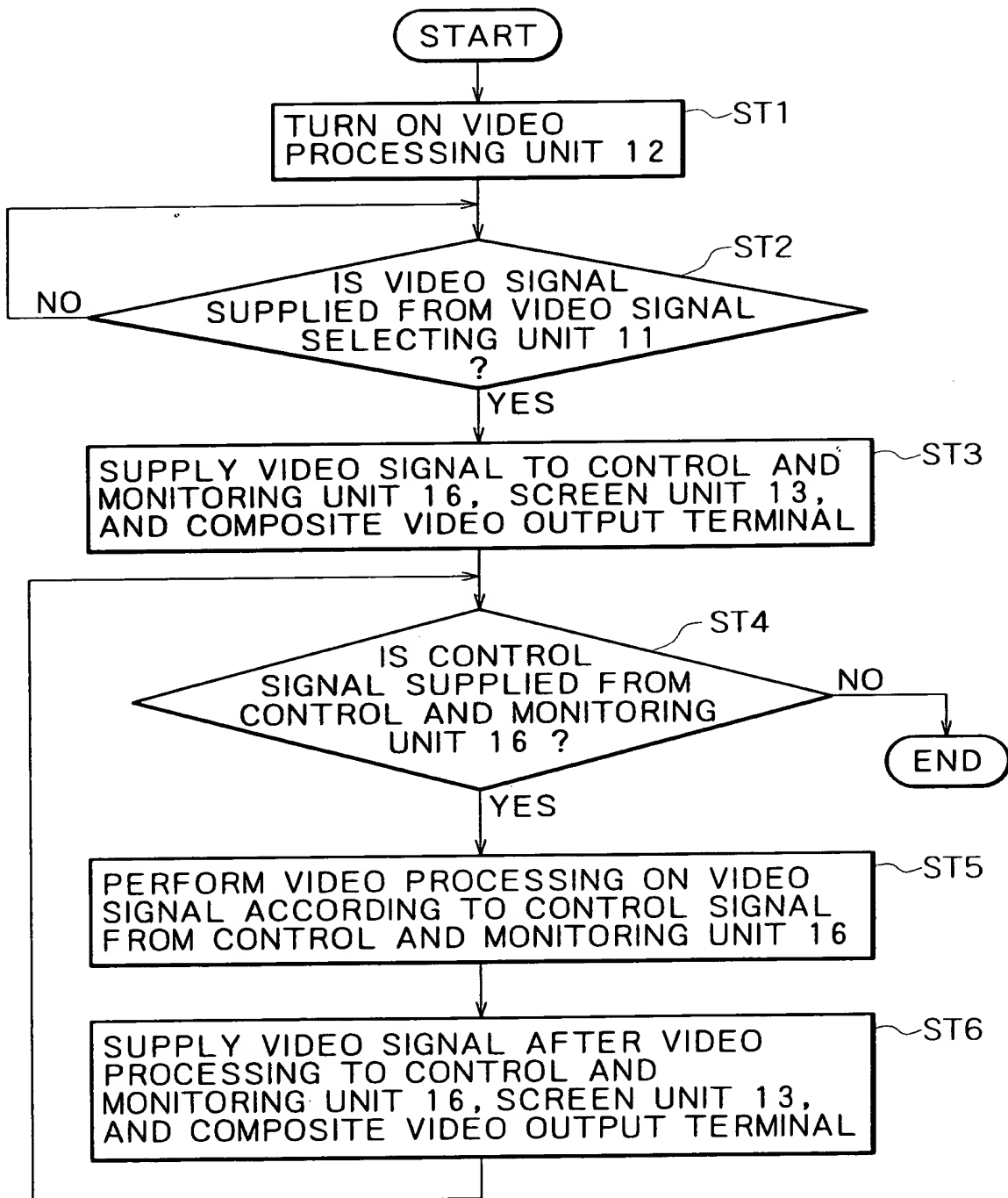


FIG. 13 is a schematic diagram of a graphical user interface (GUI) for a video display system. The GUI is divided into several functional areas. At the top is a menu bar with the text "File(F) Help(H)". Below the menu bar is a toolbar containing icons for "Open", "Save", "Analog", "Memories", and "Close". The main area of the GUI is divided into two main sections. The left section is labeled "ASPECT 1.33" and contains two control panels. The top panel is labeled "SHIFT" and contains two sliders: "HORIZONTAL" with a value of "-244" and "VERTICAL" with a value of "171". The bottom panel is labeled "ZOOM" and contains two sliders: "HORIZONTAL" with a value of "150" and "VERTICAL" with a value of "150". The right section is labeled "303" and contains two sub-sections: "DISPLAY AREA GUI" and "DISPLAY IMAGE GUI". The "DISPLAY AREA GUI" contains a large rectangle with four circles at its corners. The "DISPLAY IMAGE GUI" contains a smaller rectangle with four circles at its corners. The entire GUI is enclosed in a frame labeled "300".

FIG. 13

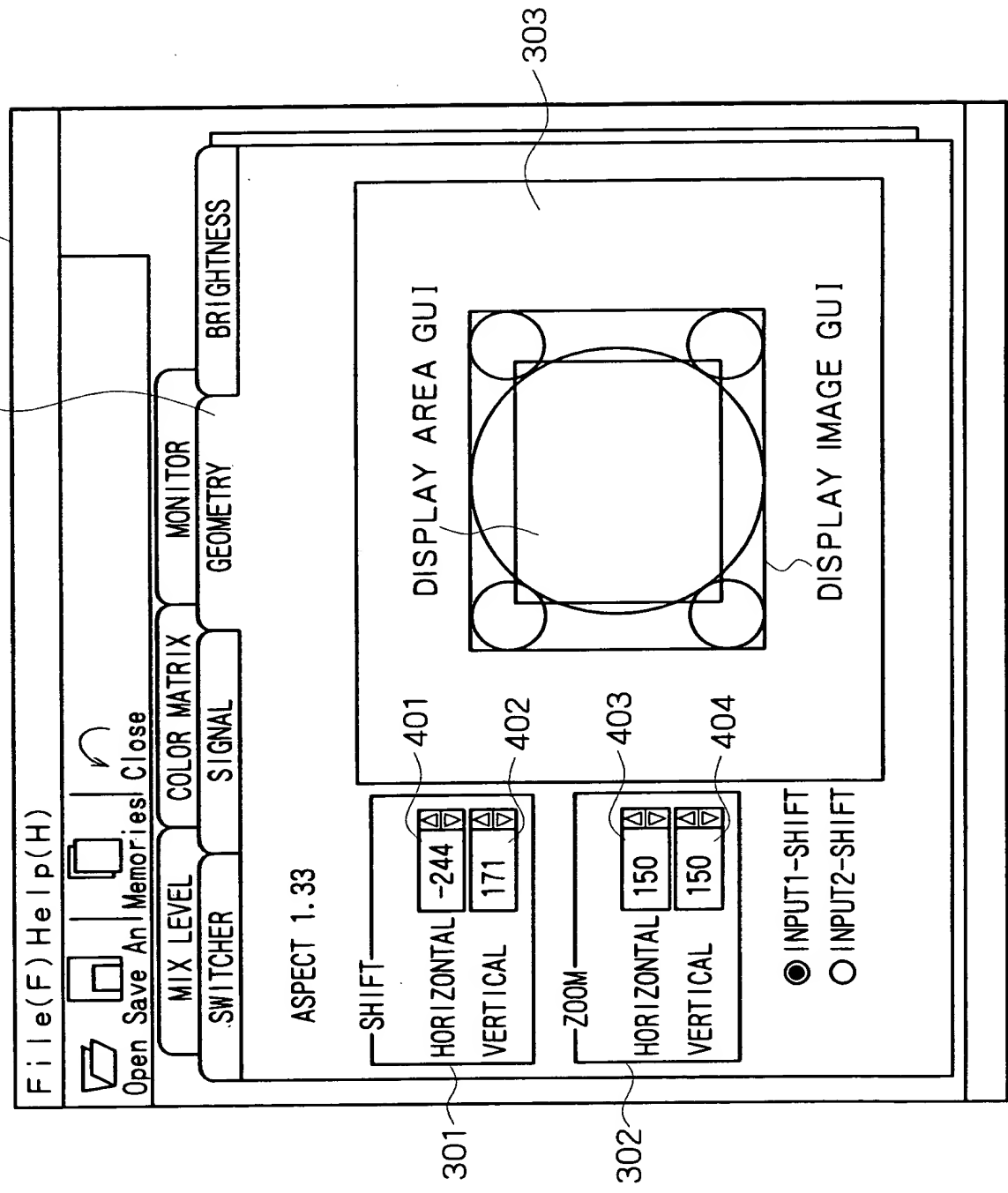


FIG. 14

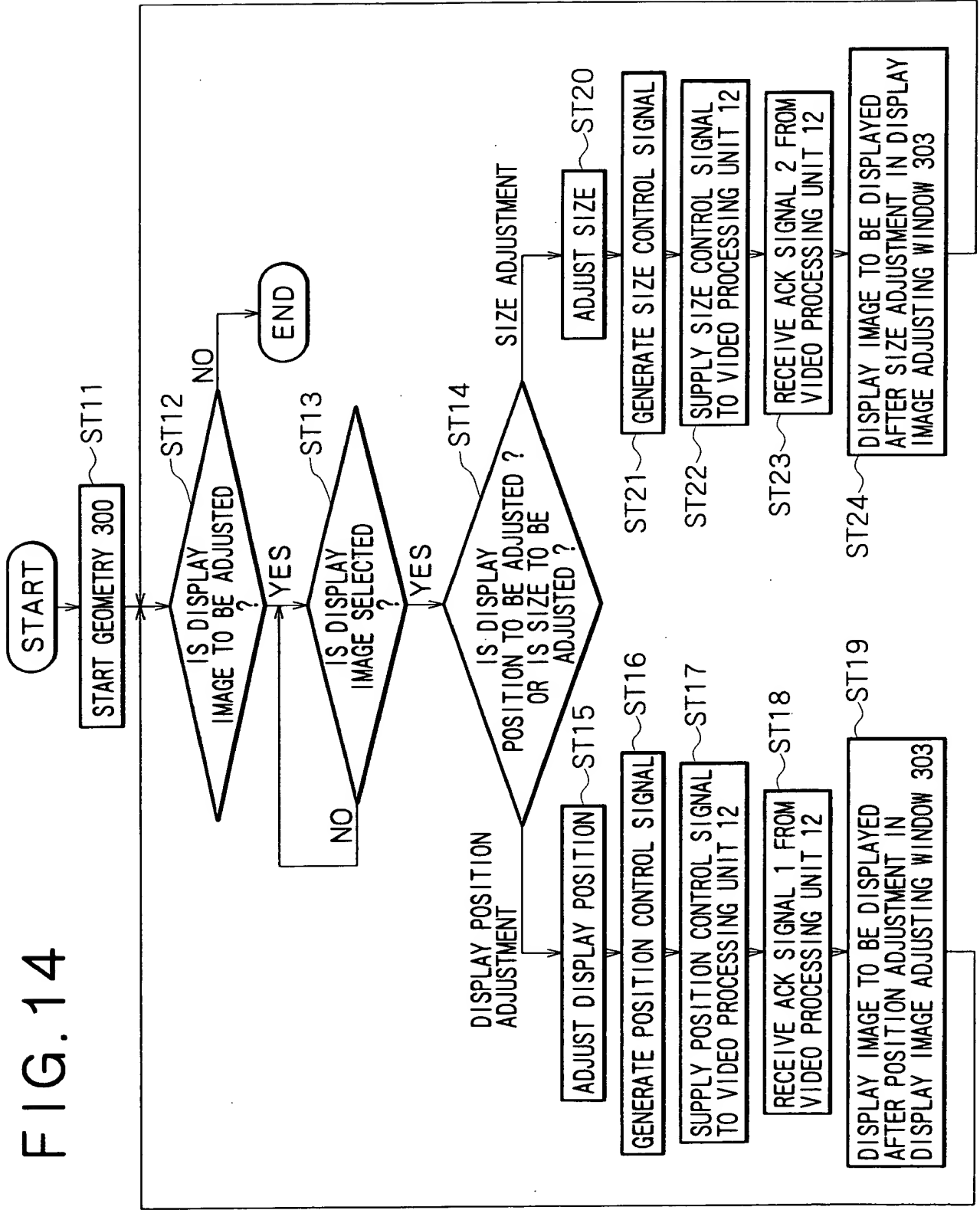


FIG. 15A

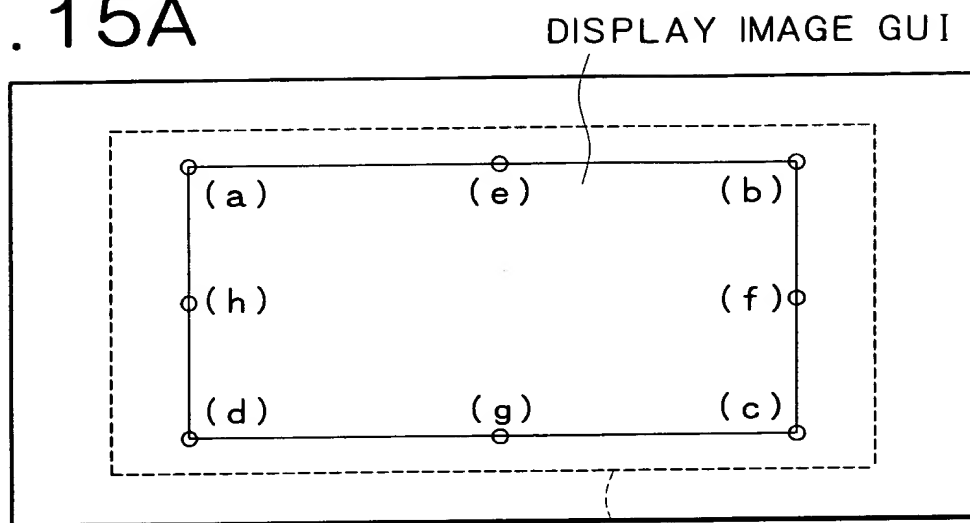


FIG. 15B

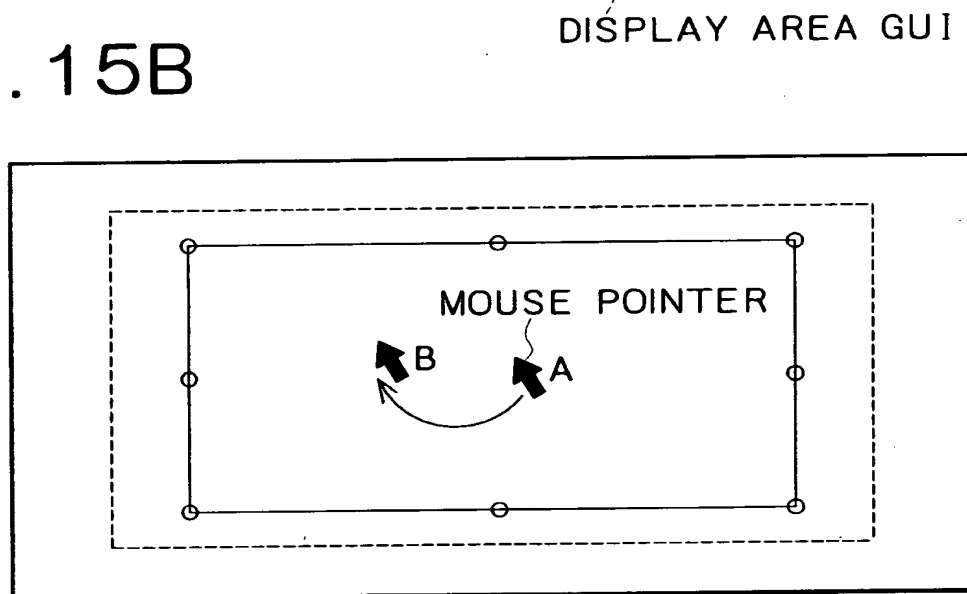


FIG. 15C

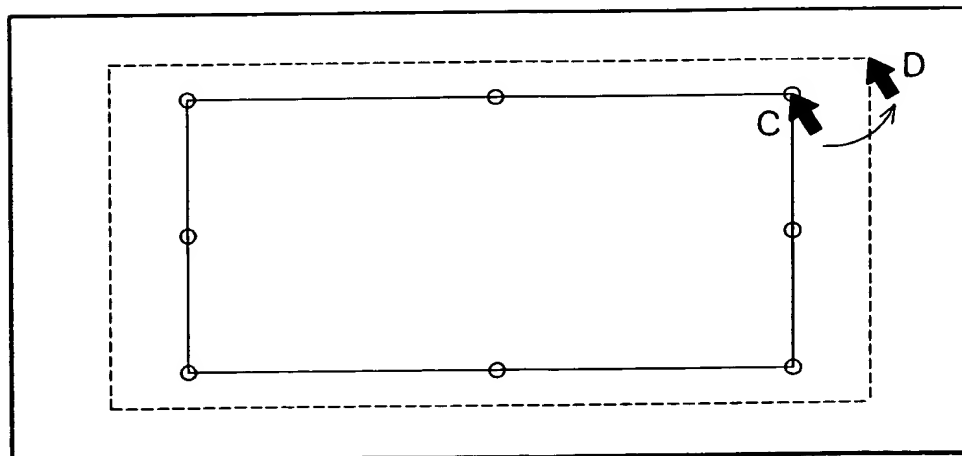


FIG. 16

FIG. 16

SYNC	SID1	DID1	Reserved	Reserved	Reserved	Reserved	Reserved	SID2	DID2	CTRL	SIZE
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RC	Reserved	Position-X	Position-Y	Size-X	Size-Y	Zoom-X	Zoom-Y	FCS	SYNC
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FIG. 18

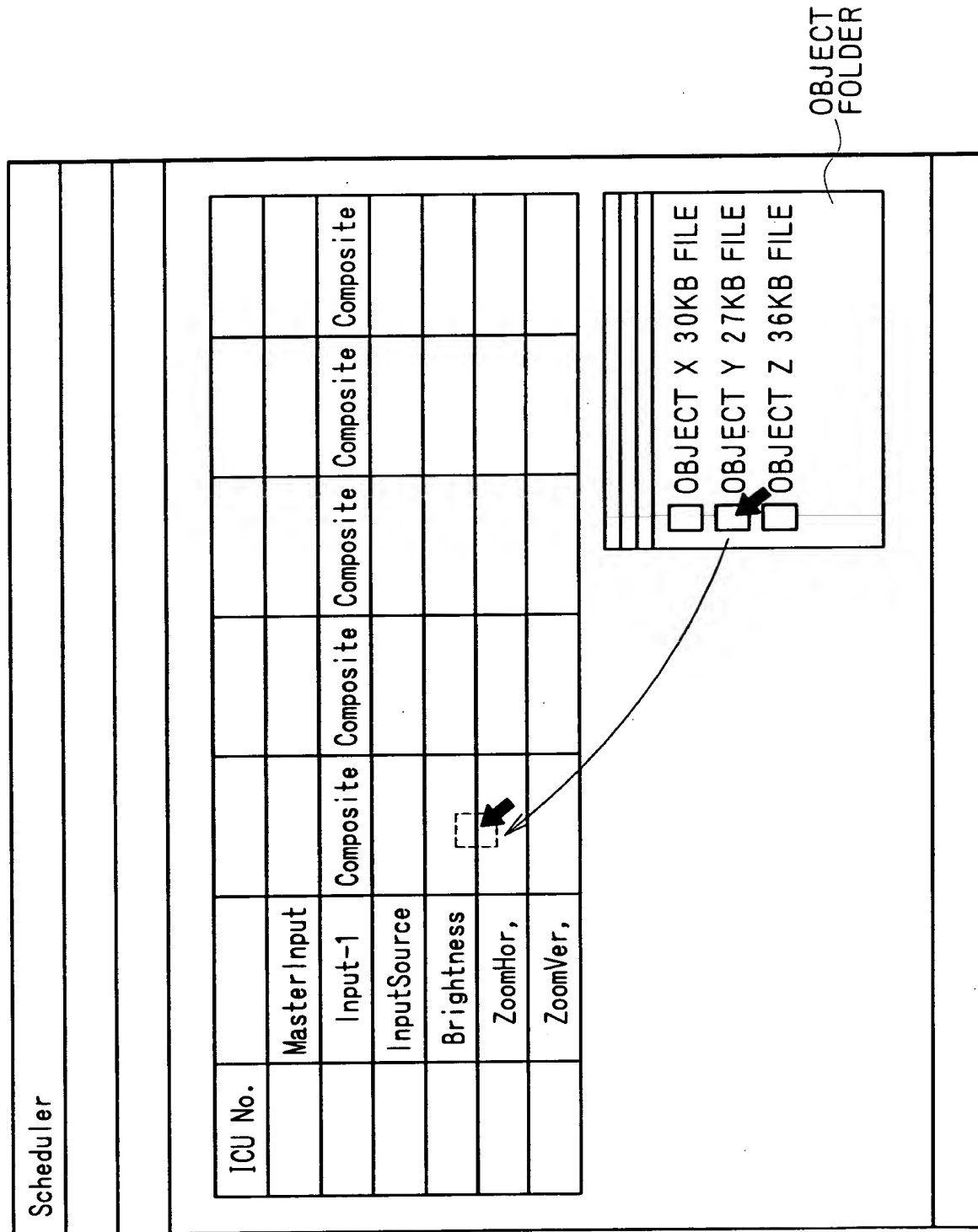


FIG. 19

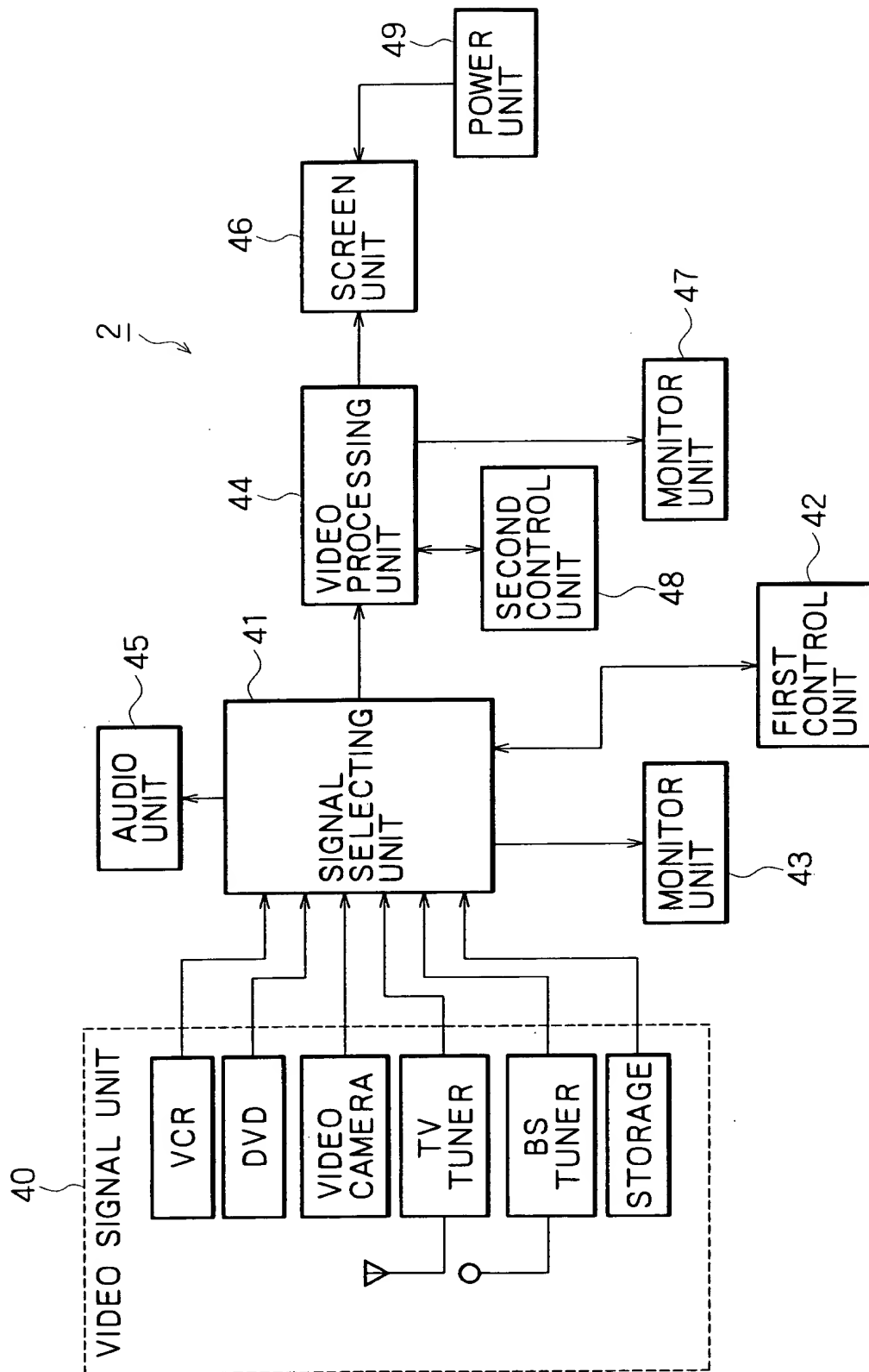


FIG. 20

